Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Please cancel Claims 2, 13 and 24, without prejudice or disclaimer.

Listing of Claims:

1.   (currently amended)   A microprocessor controlled toy building element (101, 501) comprising:

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, …, R6) which can be activated ~~individually~~ by ~~specifying a list of~~ subprogram calls;

coupling means ~~for coupling~~ inter-connectable with building elements [[which]] that can be moved by activation means, said activation means being controllable in response to the instructions,

~~characterized by comprising~~

a display which can show a plurality of icons which can be activated by a user, one-by-one, to create a program comprising a list of said subprogram calls, for programming of the

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microprocessor and controlling of the toy building element by means of the activation means;

communications means (504, 505) which is arranged to ~~can~~ transmit the list of subprogram ~~said function~~ calls to a second toy building element (502) for programming of it;

wherein the microprocessor, the display, the coupling means and the communications means are integrated in a single self-contained element that provides a facility for transmitting a program and a programming facility that are integrated portions of the toy element wherein the program is run.

Claim 2 – (canceled)

3. (currently amended) A microprocessor controlled toy building element according to ~~claims 1-2, characterized in that~~ claim 1, wherein instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

4. (currently amended) A microprocessor controlled toy building element according to ~~claims 1-2, characterized by~~ claim 1, further comprising a receiver (504, 505) for wireless reception of instructions.

5. (currently amended) A microprocessor controlled toy building element

according to ~~claims 1-2, characterized by~~ claim 1, further comprising a receiver (505) for reception of infrared signals.

6.   (currently amended)   A microprocessor controlled toy building element according to ~~claims 1-2, characterized by~~ claim 1, further comprising a keyboard for manual entering of instructions.

7.   (currently amended)   A microprocessor controlled toy building element according to ~~claims 1-2, characterized by~~ claim 1, further comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

8.   (currently amended)   A microprocessor controlled toy building element according to ~~claims 1-2, characterized by~~ claim 1, further comprising a transmitter (504) for transmission of said function calls via a light guide (503).

9.   (currently amended)   A microprocessor controlled toy building element according to ~~claims 1-2, characterized by~~ claim 1, further comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

10.   (currently amended)   A toy building set comprising microprocessor controlled toy building elements according to ~~any one of claims 1-9, characterized by~~ claim 1, further comprising first and second microprocessor controlled toy building elements (501, 502), where

the second microprocessor controlled toy building element (502) comprises a memory (516) with

subprograms (R1, R2, ..., R6) which can be activated individually by receiving subprogram calls

from the first toy building element (501).

11.   (currently amended)   A toy building set according to claim 10, ~~characterized in~~

~~that~~ wherein the first microprocessor controlled toy building element comprises operating means

(508) for making a program, and that the second microprocessor controlled toy building element

comprises operating means for activating just one of several programs.

12.   (currently amended)   A microprocessor controlled toy building element (101,

501) comprising a microprocessor (102, 507) which can execute instructions in the form of a

program stored in a memory (117, 509), said memory comprising subprograms (R1, R2, ..., R6)

which can be activated ~~individually~~ by ~~specifying a list of~~ subprogram calls;

coupling means ~~for coupling~~ inter-connectable with building elements [[which]] that can be

moved by activation means, said activation means being controllable in response to the

instructions;

a display which can show a plurality of icons which can be activated by a user, one-by-one, to

create a program comprising a list of said subprogram calls, for programming of the

microprocessor and controlling of the toy building element by means of the activation means;

wherein a subprogram sends a signal to the activation means and/or receives a signal from the

activation means, and

wherein the microprocessor controlled toy building element comprises communications means (504, 505) which is arranged to ~~can~~ transmit the list of subprogram ~~said function~~ calls to a second toy building element (502) for programming of it;

wherein the microprocessor, the display, the coupling means and the communications means are integrated in a single self-contained element that provides a facility for transmitting a program and a programming facility that are integrated portions of the toy element wherein the program is run.

Claim 13 – (canceled)

14.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized in that~~ wherein instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

15.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized by~~ further comprising a receiver (504, 505) for wireless reception of instructions.

16.   (currently amended)   A microprocessor controlled toy building element

according to claim 12, ~~characterized by~~ <u>further</u> comprising a receiver (505) for reception of infrared signals.

17.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized by~~ <u>further</u> comprising a keyboard for manual entering of instructions.

18.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized by~~ <u>further</u> comprising a transmitter (504, 505) for wireless transmission of instructions to the second toy.

19.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized by~~ <u>further</u> comprising a transmitter (504) for transmission of said function calls via a light guide (503).

20.   (currently amended)   A microprocessor controlled toy building element according to claim 12, ~~characterized by~~ <u>further</u> comprising an elongated light guide (503) through which visible light can be transmitted in its longitudinal direction, said light guide (503) being adapted to allow part of the light transmitted to escape through its sides.

21.   (currently amended)   A toy building set comprising microprocessor controlled toy building elements according to claim 12, ~~characterized by~~ <u>further</u> comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor

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controlled toy building element (502) comprises a memory (516) with subprograms (R1, R2, ...,

R6) which can be activated individually by receiving subprogram calls from the first toy building

element (501).

22.   (currently amended)   A toy building set according to claim 21, ~~characterized in~~

~~that~~ wherein the first microprocessor controlled toy building element comprises operating means

(508) for making a program, and that the second microprocessor controlled toy building element

comprises operating means for activating just one of several programs.

23.   (currently amended)   A microprocessor controlled toy building element (101,

501) comprising

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a

memory (117, 509), said memory comprising subprograms (R1, R2, R6) which can be activated

~~individually~~ by ~~specifying a list of~~ subprogram calls;

coupling means ~~for coupling~~ inter-connectable with building elements [[which]] that can be

moved by activation means, said activation means being controllable in response to the

instructions;

a display which can show a plurality of icons which can be activated by a user, one-by-one, to

create a program comprising a list of said subprogram calls, for programming of the

microprocessor and controlling of the toy building element by means of the activation means;

wherein the microprocessor controlled toy building element comprises communications means (504, 505) which is arranged to ~~can~~ transmit the list of subprogram ~~said function~~ calls to a second toy building element (502),

wherein the microprocessor, the display, the coupling means and the communications means are integrated in a single self-contained element that provides a facility for transmitting a program and a programming facility that are integrated portions of the toy element wherein the program is run; and

wherein the second toy building element comprises a second memory, which second memory also comprises the subprograms (R1, R2, ..., R6).

Claim 24 – (canceled)

25.   (currently amended)   A microprocessor controlled toy building element according to ~~claims~~ claim 23, ~~characterized in that~~ wherein instructions, corresponding to an icon, implement a rule (R1, R2, ..., R6) by controlling the activation means in response to signals from sensors connected to the toy building element.

26.   (currently amended)   A microprocessor controlled toy building element according to ~~claims~~ claim 23, ~~characterized by~~ further comprising a receiver (504, 505) for wireless reception of instructions.

27.   (currently amended)   A microprocessor controlled toy building element

according to ~~claims~~ <u>claim</u> 23, ~~characterized by~~ <u>further</u> comprising a receiver (505) for reception

of infrared signals.

28.   (currently amended)   A microprocessor controlled toy building element

according to ~~claims~~ <u>claim</u> 23, ~~characterized by~~ <u>further</u> comprising a keyboard for manual

entering of instructions

29.   (currently amended)   A microprocessor controlled toy building element

according to ~~claims~~ <u>claim</u> 23, ~~characterized by~~ <u>further</u> comprising a transmitter (504, 505) for

wireless transmission of instructions to the second toy.

30.   (currently amended)   A microprocessor controlled toy building element

according to ~~claims~~ <u>claim</u> 23, ~~characterized by~~ <u>further</u> comprising a transmitter (504) for

transmission of said function calls via a light guide (503).

31.   (currently amended)   A microprocessor controlled toy building element

according to ~~claims~~ <u>claim</u> 23, ~~characterized by~~ <u>further</u> comprising an elongated light guide (503)

through which visible light can be transmitted in its longitudinal direction, said light guide (503)

being adapted to allow part of the light transmitted to escape through its sides.

32.   (currently amended)   A toy building set comprising microprocessor controlled

toy building elements according ~~to any one of claims~~ claim 23, ~~characterized by~~ further comprising first and second microprocessor controlled toy building elements (501, 502), where the second microprocessor controlled toy building element (502) comprises a memory (516) with subprograms (Rl, R2, ..., R6) which can be activated individually by receiving subprogram calls from the first toy building element (501).

33.   (currently amended)   A toy building set according to claim 32, ~~characterized in~~ ~~that~~ wherein the first microprocessor controlled toy building element comprises operating means (508) for making a program, and that the second microprocessor controlled toy building element comprises operating means for activating just one of several programs.